



## Reply to Office Action

### Reply to claims having been found as unpatentable over Peleg's patent

Upon thoroughly reading patent #6,665,003, I must again humbly express that Peleg does not specifically claim the same invention that I have claimed. Peleg's patent does mention that still or moving panoramic, stereoscopic images can be created by their invention. However - and this key - their patent does not claim a process wherein a still picture is captured, stored in memory, and displayed exclusively and continuously to the user's first eye while a moving picture is continuously captured and displayed exclusively to the user's second eye; specifically for the purpose of allowing the user to compose a stereoscopic image by visualizing the amount of depth and rotational-alignment being created by offsetting the camera from the spatial (and temporal) location at which the first-eye image was taken. Peleg's patent also does not claim any type of process which is similar to that which I have set forth in claims 1, 2, 4, and 8.

This applicant requests that the examiner cite the exact claims by Peleg which anticipate the process recited above, or that my claims otherwise be considered valid on the merits of novelty.

### Reply to claims having been found as obvious

Claims 4 and 8 are very strongly believed to be necessary to maintain the proper scope of this invention.

It is not enough to simply claim that my invention displays a still image to one eye and moving picture to the other eye. That alone and in itself would indeed be obvious. Because a patent's claims must describe a complete process to make and use that concept in real life, I need to describe the actual process or logic that is used to achieve the invention's intended goal.

Because the well-known stereoscopic display methods each require different processes to efficiently achieve their goal, I need to be thorough by including claims which are adapted for all display methods while also preserving the original scope of the invention; that is, a preview system wherein a still image is captured, stored in memory, and displayed continuously and exclusively to the user's first eye - while at the same time, a live video is displayed exclusively to the user's second eye; thereby aiding the user in determining when the desired amount of depth perception has been achieved.

If virtual reality goggles (hereafter referred to as "goggles") are used to display the images, then in reality, two separate display devices are being used. This represents a significantly different method of display as compared to the other well-known stereoscopic image display methods.

Notice that claim 2 cannot efficiently support the use of the goggles since it claims that the first-eye image must be re-displayed after the updated second-eye image is captured. In other words, it claims that the first-eye image display occurs inside of the loop that is used to capture and display the second-eye image. This is required for methods such as color filtering, but it is not efficient during the use of goggles. When goggles are used to display the images, the most efficient method is to display the first-eye image independently of the loop that is used to capture